

1. Top off the hill

No image

CoF	Comstock - Medium	Points	80 p
Targets	8 paper, 5 no-shoot, Total 8 targets	Min rounds	16
Firearm	Rifle	Match-%	13.01%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

2. Quick fix

No image

CoF	Comstock - Short	Points	35 p
Targets	3 paper, 1 popper, 12 no-shoot, Total 4 targets	Min rounds	7
Firearm	Rifle	Match-%	5.69%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

3. Small place

No image

CoF	Comstock - Medium	Points	100 p
Targets	10 paper , 8 no-shoot, Total 10 targets	Min rounds	20
Firearm	Rifle	Match-%	16.26%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

4. Gravity

No image

CoF	Comstock - Short	Points	50 p
Targets	5 paper, Total 5 targets	Min rounds	10
Firearm	Rifle	Match-%	8.13%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

5. The heat is on

No image

CoF	Comstock - Long	Points	150 p
Targets	15 paper, 3 no-shoot, Total 15 targets	Min rounds	30
Firearm	Rifle	Match-%	24.39%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	

6. Swamp party

No image

CoF	Comstock - Long	Points	200 p
Targets	20 paper, 10 no-shoot, Total 20 targets	Min rounds	40
Firearm	Rifle	Match-%	32.52%

Procedure	
Starting position	Gun loaded & holstered
Firearm ready condition	
Start on	Audible signal
Stop on	Last shot
Penalties	As per current edition of rules
Safety angles	L/R
Setup notes	